

Streets of Skelderheim - "Meal Runner" Multiplayer Game



Hi. I'm Tovlar.

If you're reading this in an airport, a coffee shop, or a waiting room, this is for you. You need this booklet, a pencil, and one six-sided die—or a dice app on your phone.

I'm fourteen winters and I live in Smith Ward, where the air smells like hot iron and wet stone. People here don't stop just because you want them to. Work keeps moving, so the street keeps moving too.

Meal runners keep workers working. The city provide the cart, taverns cook the meals, and kids like me deliver them. My cart is a small enough that a dog can pull it in the streets like a horse. Six meals is all you can carry, and I sell until the cart is empty, then I restock and do it again.

The danger isn't the selling. Hungry people buy. The danger is the run. Wheels catch cracks and gaps in the streets. Wet stone makes the cart slide. Straps loosen. The dog can spook with unexpected noises. If the cart breaks, you're done. If the dog bolts or overturns you, you're chasing a mess through a ward that doesn't have time for you.

This game keeps it simple. Move, roll, mark the boxes. Sell out three times before cart integrity or dog control hits zero.

Start in Market if you want my advice. Pencil ready. Roll.

MEAL RUNNER (Multi-player Game)

Players: 2-5

Each player prints their own sheet. Everyone needs a pencil and a 1d6. No GM. Cooperative play.

Use the standard Meal Runner sheet with these co-op rules added. No other components.

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CORE IDEA

You are a meal-runner rotation. You cover each other's runs, share fixes, and keep carts moving so workers keep working. You win together.

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SETUP (each player)

- Start at Market (or the sheet's start)
- Meals: 6
- Coin: use the sheet's start (or Coin 0 if none)
- Cart Integrity: full (per the sheet)
- Dog Control: full (per the sheet)
- Sell-Outs (0-3): start at 0
- Turn Track: start at Turn 1

Group note:

- Everyone plays at the same time. One shared "day" of turns.

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TURN STRUCTURE (all players each turn)

Resolve in order, one player at a time (clockwise), so help rules are clear.

For each player:

- 1) **MOVE:** Move 1 step (if the sheet uses a map).
- 2) **ROLL:** Encounter (d6) and Detail (d6).
- 3) **ROLL:** Check (d6)
 - 1-2 = FAIL
 - 3-4 = SCRAPE BY
 - 5-6 = SUCCESS
- 4) **APPLY:** Encounter result, then Detail modifier.
- 5) **OPTIONAL HELP:** After the result is applied, a teammate may help (see below).

After everyone resolves, mark the Turn box and begin the next turn.

CO-OP HELP (simple, once per player per turn)

A) BRACE THE CART (same node)

If two runners end the turn on the same node, one may help the other:

- Prevent -1 Cart Integrity that would be taken this turn.

Cost to helper: -1 Dog Control (their sheet).

B) SETTLE THE DOG (same node)

If two runners end the turn on the same node, one may help the other:

- Prevent -1 Dog Control that would be taken this turn.

Cost to helper: -1 Cart Integrity (their sheet).

C) COVER THE SALE (same node)

If two runners end the turn on the same node, one may help the other:

- Count +1 Meal sold (Meals -1) for the active player.

Cost to helper: helper gains no benefit; helper may not also help again this turn.

D) LEND COIN (any distance)

At any time, one runner may give 1 Coin to another runner (if Coin is used on your sheet).

This can be used to pay fees, fixes, or rerolls if your rules include them.

Limits:

- A runner can receive only ONE help effect per turn.
- A helper can help only ONE time per turn.
- Help happens after the active player rolls (no pre-roll bonuses).

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SELL-OUT + RESTOCK (unchanged core, group pacing added)

When a player's Meals reaches 0:

- 1) Mark their Sell-Outs +1.
- 2) If their Sell-Outs reaches 3, they are "DONE" and stop taking turns.
- 3) Otherwise, Restock for that player:
 - Meals back to 6
 - Reset that player's Turn Track to Turn 1 (new run)
 - Keep Cart Integrity and Dog Control where they are

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GROUP WIN / LOSS

GROUP WIN:

- At least TWO players reach Sell-Outs 3 (DONE) before the day ends for the group.

GROUP LOSS (instant):

- Any ONE player hits Cart Integrity 0 OR Dog Control 0 -> LOSS for the whole group

(Reason: the rotation collapses; the ward shuts the carts down.)

OPTIONAL HARDER WIN:

- Three players reach Sell-Outs 3.

OPTIONAL EASIER WIN:

- One player reaches Sell-Outs 3 AND the group total Coin (all players) is 10+.

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